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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Inventor: Gerard Jounghyun KIM
Examiner: Marc E. Norman
Serial No.: 09/881,066
Confirmation No.: 5152
Filed: June 15, 2001
Group Art Unit: 3744
Title: METHODS AND APPARATUS OF DISPLAYING AND EVALUATING
MOTION DATA IN A MOTION GAME APPARATUS

Box Non-Fee Amendment
Commissioner for Patents
Washington, D.C. 20231

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TECHNOLOGY CENTER R3700

AMENDMENT/REPLY UNDER 37 C.F.R. §1.111

Sir:

In reply to the Office Action mailed August 9, 2002 (the "Office Action"), please amend the application as follows, and consider the following remarks.

IN THE SPECIFICATION

Please replace the paragraph beginning on page 3, line 13 with the following paragraph.

To induce the correct motion out of the player, in addition to simply showing the animated dancing (or any other motion) character, a display method called the "sliding ghost" metaphor is introduced. Sliding ghosts refer to consecutive freeze frames of the motion data. The main animated dancing character is located in the middle of a display (by default facing toward the player looking into the screen), and at any given time instance (say at $t = t_1$), a few frozen motion frames (drawn as a transparent ghostly figure) of $t_1 + k_1 \Delta t$, $t_1 + k_2 \Delta t$, $t_1 + k_3 \Delta t$, $t_1 + k_4 \Delta t$, ... $t_1 + k_n \Delta t$ are shown beside the main character in the middle.

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